AGB-BTBE-USA

FURBURE



INSTRUCTION BOOKLET

VIVENDI UNIVERSAL games PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while
 watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult
 a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

MARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- · Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products

without the Official Nintendo Seal.





THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

IMPORTANT LEGAL INFORMATION

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.

TABLE OF CONTENTS

The Controller 2	Collecting Objects 6
Modes and Controls 3	The Thunderbirds™ 7
Menus 4	Vehicles
Heads-Up Display (HUD)5	Customer Support 9
Puzzles 5	License Agreement 10

"Thunderbirds" interactive game © 2004 Vivendi Universal Games, Inc. All Rights Reserved. Thunderbirds © WT Venture LLC. Thunderbirds is a trademark of ITC Entertainment Group, Ltd.

Licensed by Universal Studios Licensing LLLP. All Rights Reserved.

Developed by Saffire, Inc.

THE CONTROLLER





MODES AND CONTROLS

Thunderbirds[™] can be played in two modes: Adventure mode and Flight mode. In Adventure mode, the three teenagers avoid dangerous obstacles and villains, and trigger events. In Flight mode, they pilot Thunderbirds™ vehicles, avoiding or destroying dangerous obstacles while carrying out specific missions.

> **Adventure Mode:** A Button Activate/talk

> > B Button Jump

R Button Use special ability

L Button Toggle group/individual play modes

START Pause Menu

SELECT Switch character

A Button Primary weapon

> Turbo boost B Button

R Button Special function

Pause Menu **START**



MENUS



MAIN MENU

Select New Game, choose a password and go to the Options screen.

PAUSE MENU

Press START to pause the game. Here you can go to the Options screen, reset the current level, enter Sleep Mode, quit the game, or return to gameplay.



OPTIONS

Choose sound effects (FX) and music options.

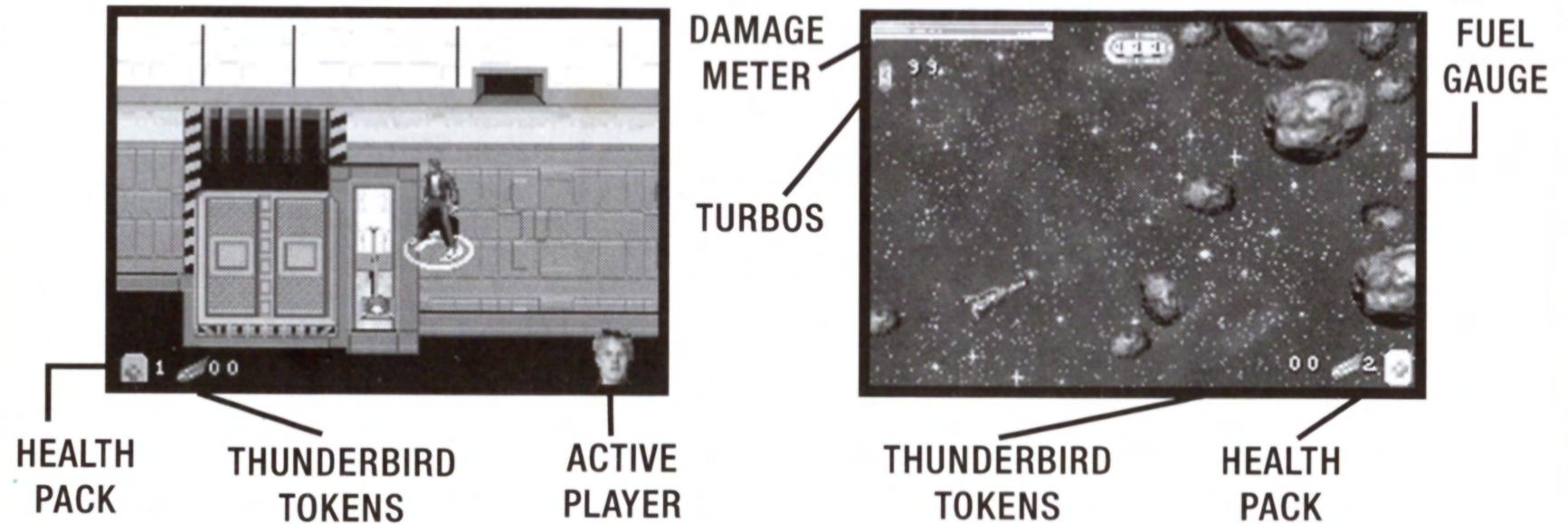




THE HEADS-UP DISPLAY (HUD)



In Flight Mode



PUZZLES

Alan, Fermat and Tin-Tin must avoid obstacles and solve puzzles in order to continue their mission. In Adventure mode, they pull levers to activate machinery, depress floor switches to open doors, and hack computer kiosks to disable security systems. In Flight mode, they blast asteroids and grab objects with the tractor beam.

COLLECTING OBJECTS

POWER-UPS IN ADVENTURE MODE:



Thunderbird™ Icons – Collect 20 and be rewarded with a health pack.



Key Cards – Red, blue, and green key cards open various doors.



Health Pack – Collect a health pack and get an extra life.

POWER-UPS IN FLIGHT MODE:



Fuel Fillers – Use these canisters to fill your vehicle with gas.



Turbo Tanks – These tanks allow you to use your turbo.



Life Pod – Use your tractor beam to rescue people stranded in floating life pods.



THE THUNDERBIRDS™

As you circle the globe on rescue missions, you'll meet the rest of the Tracy family and their allies, and come to grips with their nemesis, The Hood.

MAIN CHARACTERS

Alan Tracy is the youngest of Jeff Tracy's five sons. He is very athletic and a superb pilot.

Fermat is the son of Brains and Alan's best friend. He is very smart but not as physically skilled as Alan.

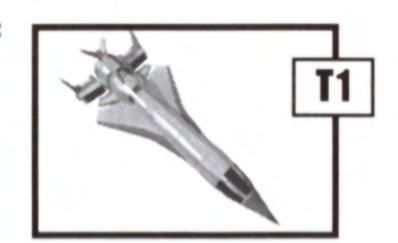
Tin-Tin is a whiz at mathematics and engineering. She also has special telekinetic powers.



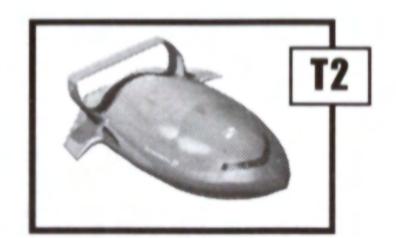


VEHICLES

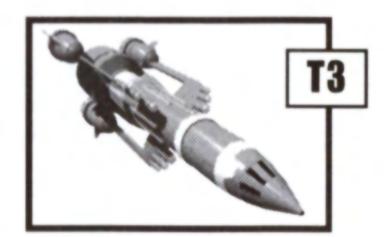
Thunderbird™ 1 – This swept-wing aircraft has an air speed of 15,000 miles per hour.



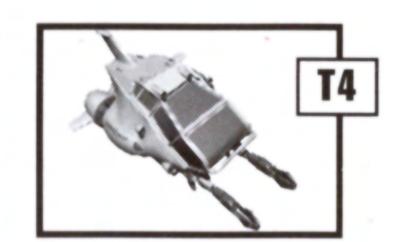
Thunderbird™ 2 – A massive transport carrier capable of carrying highly specialized rescue equipment, Thunderbird™ 2 is the workhorse of the fleet.



Thunderbird™ 3 – An extra-orbital rocket ship, Thunderbird™ 3 is the main transport to International Rescue's orbiting space station.



Thunderbird™ 4 – This compact submersible and sea-surface craft can withstand the pressures of even the deepest undersea trenches.



Thunderbird™ 5 (not shown) – This orbiting space station is International Rescue's communications center.

CUSTOMER SUPPORT

SAVE ON YOUR NEXT VU GAMES PURCHASE!

Register *Thunderbirds*™ and become a VU Games Insider. You'll get exclusive news on the latest VU Games titles, money saving coupons and be entered into our quarterly sweepstakes for free games. It's fast and easy!

Go online to: *Reg.vugames.com*

TECHNICAL SUPPORT

Phone: 310 649–8016, M–F, 8 am–4:45 pm, PST

Fax: 310 258-0755

Internet: http://support.vugames.com

CUSTOMER SERVICE

Phone: 310 649-8006, M-F, 8 am-4:45 pm, PST

Fax: 310 258-0744

MAIL

VU Games

4247 South Minnewawa Avenue, Fresno, CA 93725

LICENSE AGREEMENT

This software program, any printed materials, any online or electronic documentation (the "Program") are the copyrighted work of VU Games, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

- 1. Limited Use License. VU Games, Inc. ("VUG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on Nintendo Game Boy® Advance game system.
- 2. Ownership. All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by VUG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and VUG's licensors may act to protect their rights in the event of any violation of this Agreement.
- 3. Responsibilities of End User.
 - A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VUG.
 - B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of VUG; or exploit the Program or any of its parts for any commercial purpose.
- 4. Program Transfer. You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
- Termination. This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.

- 6. Limited Warranty. VUG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however VUG warrants the Game Pak(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VUG's sole liability in the event of a defective Game Pak shall be to give You a replacement Game Pak. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
- 7. Limitation of Liability. NEITHER VUG, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.
- 8. Equitable Remedies. You hereby agree that VUG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUG shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as VUG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
- 9. Miscellaneous. This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

Mail: Vivendi Universal Games Attn: Warranty Processing 4247 S. Minnewawa Ave., Fresno, CA 93725

